Bill Tyros.Software Engineer

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Python   Ruby   Javascript   C#   C++   Go

Work Experience

2022-Present / Senior Software Engineer @ Sonder

- Developed dynamic pricing system in Python to price inventory based on supply/demand.
- Developed 3rd party distribution system in Ruby to sync inventory on Airbnb, Booking.com, Expedia, etc.
- Maintained gigantic legacy Ruby on Rails codebase.

2019-2022 / Software Engineer @ Morgan Stanley

- Developed Python project to collect data from in-house and vendor sources (like Jira, BitBucket, Splunk, Sonar, etc.), analyze it and present it to devs (badges to encourage best practices) and to upper management (metrics/charts to guide decision-making).
- Developed self-service web apps in Typescript/Angular2 (querying agile/devops metrics, JIRA admin).

2017-2019 / Programmer @ Framestore VR

- Developed Unreal Engine 4 plugin in C++ for importing art assets from Shotgun into Perforce.
- Developed automation code in Python to detect changed assets, generate and upload turntables for review.

2016-2017 / Programmer @ Borealys Games

- Developed UI and various gameplay systems in Unity (C#) on Mages of Mystralia.

2013-2014 / Software Developer @ CAE

- Developed web apps in C#/Javascript to help with project management and scheduling.

Recent Personal Projects

- Pig Eat Ball Speedrunning Tool: Pig Eat Ball game mod for speedrunning (C#).
- Marcus Aurelius' Meditations Explorer: web app to help study/share the Meditations (JS).

Education

/ Interactive Real Time Systems Development (University of Sherbrooke)

/ B.Sc. Software Engineering (Honours) (McGill University)